



MADDEN 10



NFL PLAYERS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

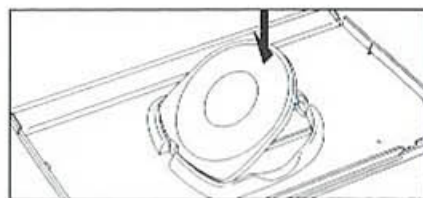
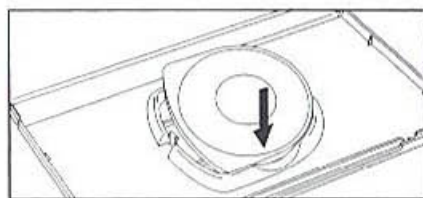
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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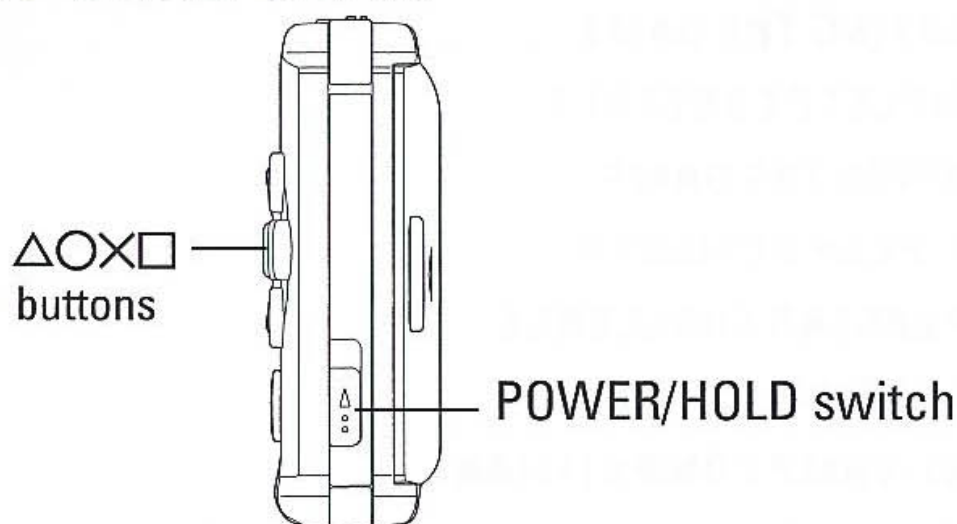
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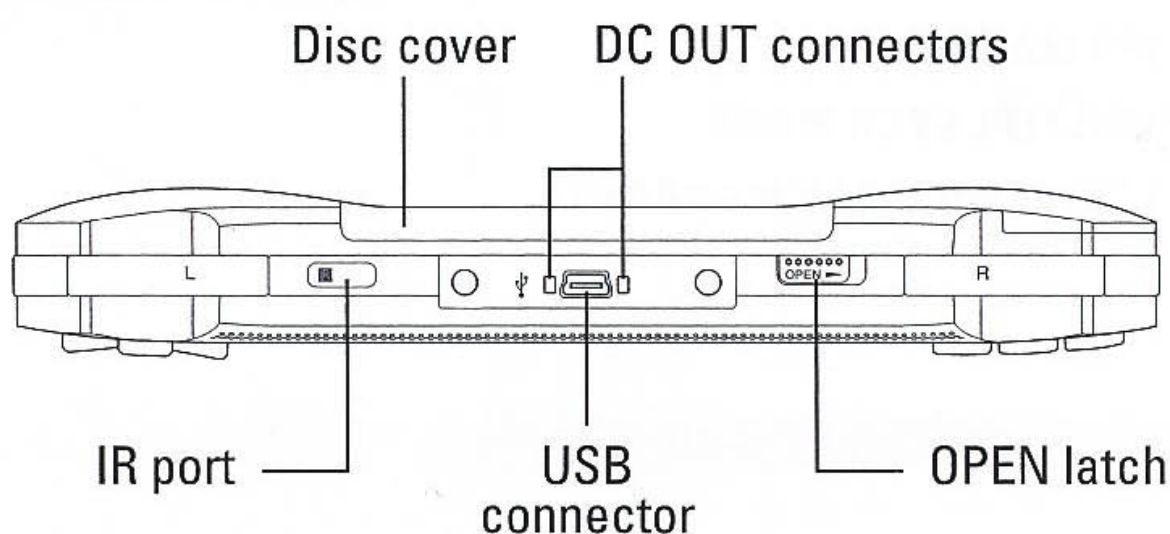
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Madden NFL 10* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

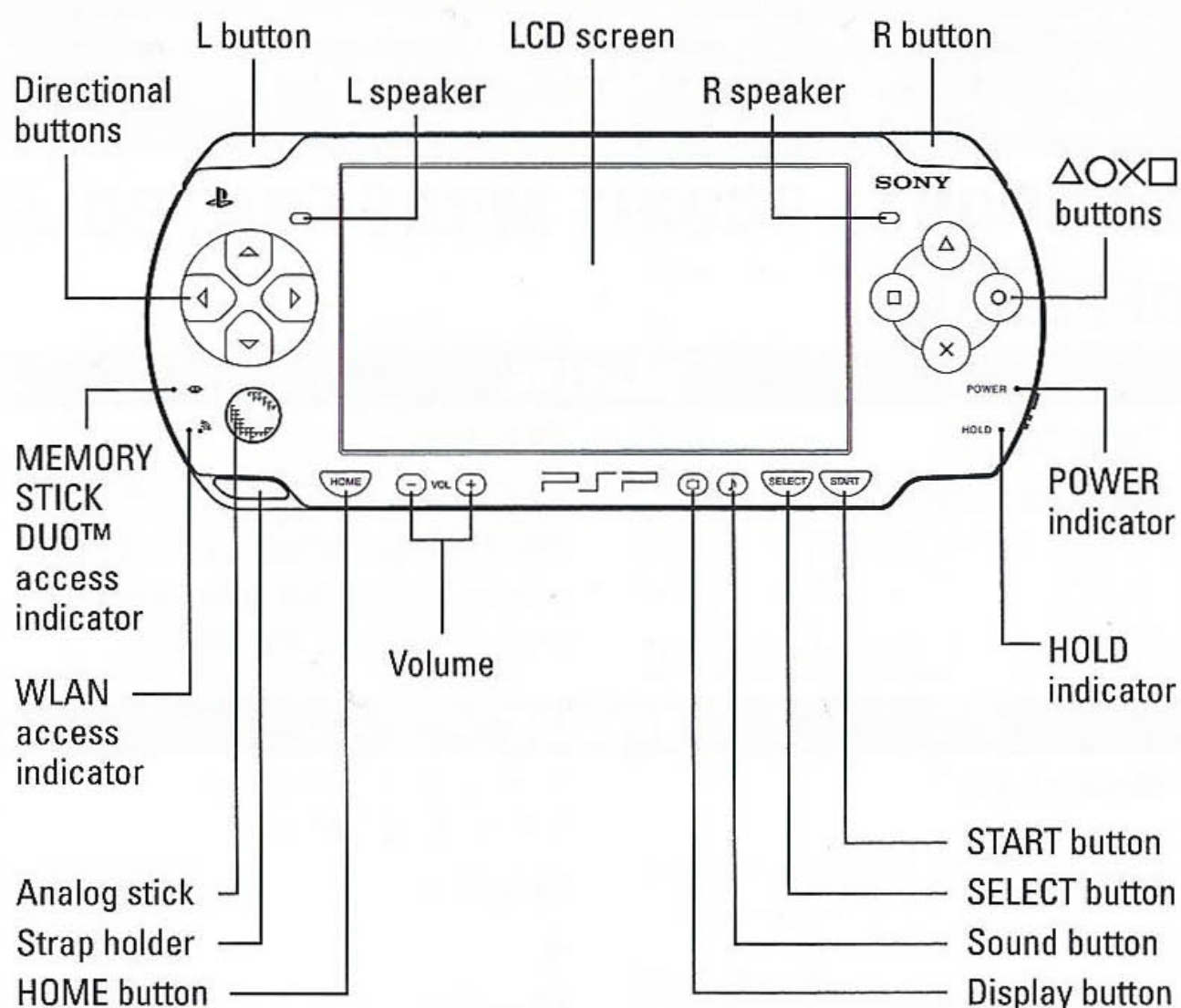
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP® (PLAYSTATION® PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

EA SPORTS ROOKIE MODE

Everyone can play like an All-Pro with EA SPORTS Rookie Mode! With EA SPORTS Rookie Mode ON, the play clock is OFF and most of the controls are all triggered by pressing the  button, making things like passing, evading, tackling, and kicking a bit easier to accomplish. Get in the action and enjoy the game!

EA SPORTS ROOKIE MODE CONTROLS

OFFENSE

PASSING	
Snap the ball	 button
Throw to receiver	 button (your QB will pass to the most open receiver. Press the analog stick to aim your passes to a certain side of the field.)

RUNNING	
Move player	analog stick/directional button  /  /  / 
Spin	 button
Dive	 button
Highlight moves	 button

DEFENSE	
Big Hit	 button
Switch to player closest to the ball	 button
Dive	 button

ADVANCED CONTROLS

Get a handle on Advanced Controls and lead your team all the way to the Super Bowl™.

BOTH SIDES OF THE BALL	
Move player	analog stick/directional button  /  /  / 
Sprint	 button
Dive	 button
Jump/Intercept/Catch	 button
Spin/Switch player	 button
Momentum cam (before the snap)	 button
Show the play on the field (before the snap)	 button
Call timeout	SELECT button
Pause	START button

OFFENSE

BEFORE THE SNAP	
Select a player to control	○ button or ⊗ button
Cycle man in motion/Send man in motion	directional button ↓ (to select player) + directional button ←/→ to move
Momentum Cam (before the snap)	L button
Coach Cam (before the snap)	R button rotate: directional button ←/→
Call an audible (before the snap)	□ button + △ button, ○ button, ⊗ button, or L button
Cancel the audible (before selecting a play)	R button
Hot Routes	△ button then the button of the receiver, then: directional button ↑ for a fly pattern directional button ↓ for a curl pattern directional button ←/→ for an in/out pattern □ button/○ button for a slant pattern left/right
Smart Route (receiver changes route to reach the first down marker or goal line)	△ button then the button of the receiver then analog stick ↓
Change passing play to play action	△ button then directional button ↑
Playmaker Control (change running play direction)	□ button then directional button ←/→
Keep back or tight end in to block (during pass plays)	△ button then the button of the running back, fullback, or tight end you want to keep in, then L button/R button to block left/right
Slide offensive line protection	L button + directional button ↑/↓ button to spread/pinch the line ←/→ button to shift pocket left/right
Snap the ball	⊗ button

NOTE: You can assign new audibles to each button in the Coaching Strategy screen from within the My Madden menu.

PASSING

Throw ball	L button, X button, △ button, ○ button, or □ button (tap for lob pass; press and hold for a bullet)
Jump/Catch	△ button
Switch to closest receiver	○ button
Sprint	R button
Receiver dive	□ button (while ball is airborne)

RUNNING

Highlight stick	L button + : □ button (juke left) ○ button (juke right) △ button (charge) X button (stutter step)
Stiff arm	X button
Spin	○ button
Sprint	R button + analog stick
Break tackle (when engaged by defender close to first down marker or end zone)	X button (tap repeatedly)
Dive/QB slide	□ button

HURRY-UP OFFENSE

No Huddle/Repeat previous play	□ button
Spike the ball	○ button

DEFENSIVE CONTROLS

BEFORE THE SNAP

Choose a player

 button/ button

Playmaker control

 button then directional button:

 for a hook zone (yellow)

 then  for a deep zone (dark blue)

 to blitz

 then  for a QB contain blitz

 for QB spy coverage (orange)

 for a flat zone (light blue)

 then  for a curl zone (purple)

Man-to-man coverage

 button, and then press the button of the offensive player you want to cover. Next, press the directional button .

Defensive line shift

 button + directional button:

 to spread the defensive ends outside the tackles

 to move the line in tight between the tackles

/ to shift the line left/right

Linebacker shifts

 button +  button then directional button:

/ to spread linebackers out/move them in tight

/ to shift linebackers left/right

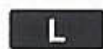
Defensive back shifts

 button then directional button:

/ to put DBs into bump and run/loose coverage

 to shift the safeties and linebackers into better position to cover their assigned man

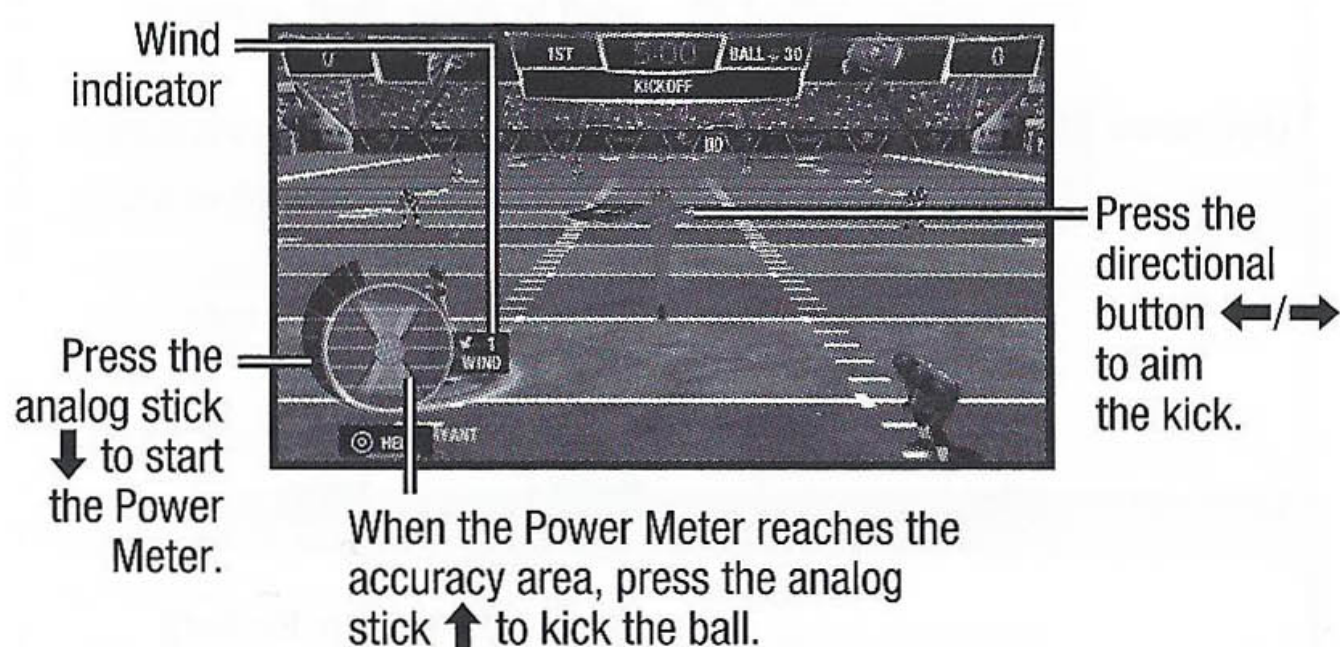
Receiver spotlight

 button (press and hold) or  button (press and hold) + button of the receiver that you want to focus on

AFTER THE SNAP	
Switch to closest defender	⊙ button
Big Hit	L button + △ button
Dive	⊞ button
Sprint/Shove blocker	R button
Jump/Intercept/Hands up	△ button
Strip ball (run defense)/ Swat ball (pass defense)	L button (when not engaged by blocker)
Strafe	⊗ button (when not engaged by blocker)
Rip/Spin left/right	L button/R button (when engaged by blocker)

SPECIAL TEAMS CONTROLS

KICKING AND PUNTING



KICK/PUNT RETURNING	
Fair catch	△ button
Touchback	Stay in end zone

PLAYING THE GAME

Madden NFL 10 delivers the most exciting and true-to-life NFL experience on the PSP® system. Feel what it's like to be a field general making key personnel decisions on both sides of the ball during the game's biggest moments in *Madden NFL 10*.

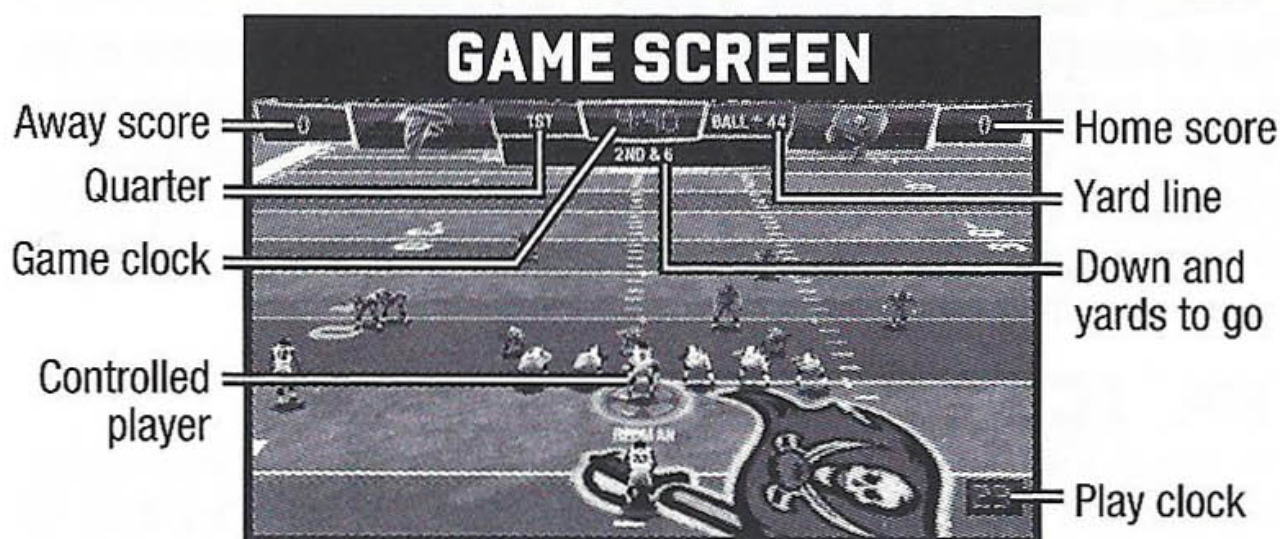
MY FAVORITE TEAM

The first time you play *Madden NFL 10* the My Favorite Team window appears. After selecting a favorite team, a prompt will appear to save to your Memory Stick Duo™. Working as your default, your favorite team appears on the main menu and as your default team in all game modes.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Franchise mode and Mini-Camp accomplishments and statistics to your Memory Stick Duo™.

NOTE: You can alter your default playbooks and favorite team settings by accessing your profile by pressing the  button at the main menu.



PLAYER INDICATORS

Find the open man effortlessly with the help of the open receiver icons that identify who's open and who's covered. In Rookie mode, the receiver icons are green if they are open; red if they are covered. Pressing the  button will pass to the most open receiver. When playing in Advanced mode, receiver icons will have a red and green outline around them.

Wide open receivers will help you out even more, calling for the ball by waving their arms.

Player indicators underneath your player also tell you when to evade an approaching defender or perform a crushing tackle on defense.

PLAYCALLING

Players of all skill levels can be competitive by calling plays from three unique playbooks, ranging from Basic Plays to All Plays. Select from a vast playbook of formations with All Play, choose from a scaled-down playbook with Basic Plays, or go straight to the source with Ask Madden and let John Madden select a play for you. Pay close attention to Madden's Advice as it will help your gameplay improve.

PLAYCALL SCREEN



NEW FIGHT FOR THE FUMBLE

The all-new Fight for the Fumble feature makes fumbles a deeper, more physical battle for possession. On certain fumbles, the mini-game will trigger which will determine what team earns the right for possession of the ball. A sequence of buttons will appear on screen requiring you to hit the appropriate buttons as they appear. The first person to finish the sequence in the right order, gains possession for their team.

NEW ICE THE KICKER

The game is on the line and your buddy is lining up for the game-winning field goal, but you can take control and get into his head. To Ice the Kicker, as the defense, call a timeout in the last two minutes of the 2nd or 4th quarter, or anytime during overtime, when the offense has chosen to kick a field goal. If the teams are separated by three points or less, the kicker may freeze under the immense pressure. The defense now controls the icing effects on the meter. Follow the onscreen controls to further freeze the offensive team's momentum.

NEW INDIVIDUAL MOMENTUM

Player ratings now change based on how you perform on the field. In *Madden NFL 10*, players go through hot and cold streaks based on who is making plays and who on the bench is chomping at the bit to get in. View Individual Momentum for both teams by selecting INDIVIDUAL MOMENTUM from the Coaching Strategy Screen in the pause menu.

SAVING AND LOADING

You can save your Profile, current game progress, new settings, rosters, mini-game, Superstar Challenge, and Franchise mode files to a Memory Stick Duo™. Save or load files from the My Madden menu.

PLAY DESIGNER

The all-new Play Designer feature gives *Madden NFL 10* a ground-breaking new level of depth and control. If your playbook isn't to your liking, change it. The Play Designer feature lets you craft custom plays, on both offense and defense, allowing you to use them in-game or export them to your PLAYSTATION®3 system and use them there. Are you the next Mike Tomlin or just another Monday morning quarterback?

CREATING PLAYS

Plays can be designed for both defensive and offensive teams. Once a play has been made, save it to a playbook for in-game use.

CREATE/EDIT FORMATION

Create formations by moving players around the field and changing personnel. Old formations may be loaded and then tweaked, or entirely new formations can be created. Formations are the foundations of excellent plays, so make sure to pick or create the perfect one.

CREATE/EDIT PLAY

Choose to either edit a play or create an all-new one. To customize a play, select each player and input their assignments via the Play Designer menus. Press the **R** button to bring up Coach Cam and view your entire play from a bird's eye view. Finally, press the **SELECT** button to test the play and see if any last minute refinements are necessary.

ADD EXISTING PLAYS

Select existing plays from your favorite coach's playbook and add them to your own custom playbook.

TUTORIAL

Access detailed tutorials to learn the ins and outs of Play Designer.

SAVE PLAYBOOK

Save your custom playbook for use in regular games or to export the custom playbook to your PLAYSTATION®3 system.

ACCESSING YOUR CUSTOM PLAYBOOK

To access your Custom Playbook, press the **○** button at the Player Select screen to open the Options menu. Pick either OFFENSIVE PLAYBOOK or DEFENSIVE PLAYBOOK and select your custom playbook to use it in game.

NEW EXPORTING PLAYS TO THE PLAYSTATION®3

To transfer plays created on the PSP® system to the PLAYSTATION®3 system, make sure that remote play is activated on both systems. Boot *Madden NFL 10* on both the PSP® system and the PLAYSTATION®3 system. On the PLAYSTATION®3 system, select PLAY NOW and EXHIBITION. Select your team and advance to the Uniform Select screen. On the Uniform Select screen, press the **L2** button to access the Advanced Settings Menu and press **○** to Import Playbook. At this time, *Madden NFL 10* requires that you connect your PSP® system to your PLAYSTATION®3 system. This can be done over a USB or wireless connection. Once the PSP® system is connected to the PLAYSTATION®3 system, select PLAY DESIGNER on the PSP® system and then select EXPORT TO PS3™ SYSTEM. Confirm the connection, and then select the desired Playbook you wish to export to the PLAYSTATION®3 system.

SUPERSTAR CHALLENGE

Assume the identity of DeAngelo Williams, Ed Reed, and more in order to establish yourself as the ultimate *Madden NFL 10* player. See if you have what it takes to go unbeaten. Updated with challenges from the 2008-2009 NFL season, relive career defining moments that either bring your team to glory or leave your fan base wondering what might have been. New to this year, you also now have the chance to spoil the dreams of your opponents. Choose to be the Spoiler and attempt to shutdown the Superstar plays that defined the NFL.

Will you choke under the pressure or come through like a true NFL superstar?

There are five tiers to conquer with five challenges in each tier. Each challenge tests your skills in a different aspect of the game. As you move through each tier the challenges become more difficult to win. From commanding a 4th quarter comeback to leading your team to its first win of the season, prove you belong among the NFL's elite.

NOTE: When each challenge begins you are thrown in the middle of the action with time already off the clock. The score and situation vary. If you need to warm up before taking the field, go to Practice mode to work out the kinks.

FRANCHISE

Call the shots for up to 32 teams for as many as 30 seasons. To begin a Franchise, choose the number of users and whether you will conduct a fantasy draft, and then select the team for each user.

FANTASY DRAFT

If you conduct a fantasy draft, you'll be able to build your team from the ground up from the entire pool of NFL players. You have 49 rounds to fill out your roster. This is the starting point of your Franchise so pay attention to a player's rating, age, and salary.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge. This is the progression of each Franchise season:

Training Camp	Put your players through drills to earn points to boost their attributes. You can skip training camp if you want, but your players' overall performance will suffer a bit.
Preseason	Finalize your roster and evaluate rookies before the regular season begins. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set; starters play the first half, rookies and backups play the second half.
During the Season	You can play any game on the schedule. You can also make player trades before the sixth week of the season and sign free agents. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.
Off-Season	There are 12 steps to the off-season that must be completed before beginning a new season. If you wish to skip any steps in the off-season, you can simulate past them.

FRANCHISE MODE MENU

Keep track of everything going on around the league and with your team. These are the key menu options that become available at different times of the year:

My Week	Play Week, View Rosters, Study (the) Opponent, and Practice.
Rosters	View team rosters and make all player movements and transactions.
Assistant Coach	Earn points by meeting established goals throughout the season and use them to increase the attributes of your practice squad or main roster players.
Team Info	The real nuts-and-bolts of your entire franchise are found here. Keep up to speed with News and Notes about your team while monitoring salary cap issues, player morale, iconic players, and more.
My Franchise	Set your gameplay settings and save your Franchise mode progress at any time.

MINI-CAMP COMPETITION

Put your stamina and skills to the test by challenging up to four friends and rivals in Mini-Camp Competition mode. Featuring up to three rounds of action and 19 drills, see if you have what it takes to come out on top.

MINI-CAMP

Prove you have what it takes to survive mini-camp. In Mini-Camp mode you'll visit eight NFL mini-camps where you'll test your skills in eight different areas.

PRACTICE

Practice makes perfect, and while it doesn't count in the standings, solid practice against another NFL franchise will give your players a taste of what awaits them during the regular season.

MY MADDEN

View game stats, set your audibles, choose your gameplay and system settings, and more from the My Madden menu.

- My Stats** View stats for all User Profiles and User Records.
- Rosters** Keep your game up to date with real-world transactions, or make the moves you wish were made during the last off-season.
- Coaching Strategy** Set your audibles and Hot Routes and create custom packages.
- Gameplay Settings** Most of the settings that appear in the Gameplay Settings menu are self-explanatory. Those that need more explanation are detailed below.

GAME SETTINGS

Coach Mode: You call the shots from the sidelines and the CPU executes each play—with Coach Mode turned on, you have no direct control of your players.

CUSTOM GAME SETTINGS

Player Lock

The defensive player you select before the snap is who you control at the start of the next play.

Auto-Subs

The CPU automatically substitutes players in need of a breather and/or who specialize in key, in-game situations.

Lead Blocker Autoswitch

When controlling the lead blocker, having this option turned ON automatically switches you to the ballcarrier after you have either engaged in or missed a block. When this option is turned OFF, you control the lead blocker until you press the  button.

Blocking Slowdown

This slows down the game when you establish a player as the lead blocker.

Switchback Slowdown

This slows the game when you switch from the lead blocker to the ballcarrier.

Blocking View

When this is set to Zoomed In, the game camera zooms to the lead blocker.

Auto Pass

Your QB makes plays for you when you don't control him yourself.

Auto Strafe

Automatically strafes defender to help adjust to the ballcarrier.

Offensive Catch Assist

The CPU helps catch the ball for a user-controlled receiver.



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
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MULTIPLAYER

Participate in Mini-Camp Competitions allowing up to four players to showcase their skills and emerge as the premiere player. For online games, find a challenger anytime via Infrastructure mode or battle friends head-to-head from across the room in Ad Hoc mode.

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WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to WLAN. There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other. Play head-to-head against other players within shouting distance. As long as you both have copies of *Madden NFL 10*, you are ready to hit the field.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP® system's Instruction Manual.

In order to play *Madden NFL 10* online you need to log in with or create an EA SPORTS user name, and establish a network connection. Follow the on-screen instructions to do so.

NOTE: The displayed file size is the amount of space taken up in your EA Locker. File sizes may increase when downloaded to the Memory Stick Duo™.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

NOTE: Connecting to the EA servers can take up to a minute.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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